

Pilot's Cross Country Flight Journal

Pilot: _____

Flight Date: _____

Activity 1 – Cross Country Flight in a Flight Simulator

Introduction:

In order to fly a plane, a pilot must know how to read and use the information displayed on the instrument panel of an aircraft. Instruments (Such as Altimeter, Airspeed Indicator, and compass) assist the pilot to fly at the proper altitude, speed, and direction needed for safe flight. The pilot also uses maps and landmarks to guide the aircraft to its destination. Your Flight in Virtual Reality – in the flight simulator, and later, using a head-mounted display, allows you to experience what the pilot sees, feels, and does during an actual flight.

Part A Using a “Cross Country Flight Simulator Plan”

1. Your copilot will assist you by checking off the following landmarks. Your copilot will also record the compass reading that you announce as you approach each landmark on your “cross country flight.”

The Landmarks	Found	Compass Direction
Castle and Waterfall	_____	_____
Lighthouse	_____	_____
Bridge	_____	_____
Dam	_____	_____
Landing Strip	_____	_____

2. You, the pilot should fill out the following information after the flight is complete.
 - a. Were you able to land successfully ?
 - b. If your plane landed successfully, what sounds did you hear ?
 - c. If you did not land successfully, list the reasons why you did not ?
3. Did your copilot work well with you, or did you experience some problems ? Breefly describe your experiences of the problems and/or benefits of working as a team ?